



District 1 House League Tournament
Tournament Protocol



District House League Championships

This protocol is to be used for all District 1 Championship Tournaments with regards to Pre-game ceremonies.

All first games for teams will have a pin presentation by a special guest supplied by the game Host and assisted by a District Staff Person.

Introductions

Special guest and District Staff introduced.

Visiting Team introduced and presented with pins.

Home Team introduced and presented with pins.

Visiting Team member to recite Little League Pledge.

National Anthem

Special guest to deliver game opening pitch, catcher to be supplied by home team.

Coaches and Captains to home plate for meeting.

Game Umpires will be on the field at the start of the opening ceremonies and will be introduced after the meeting of coaches and captains.

All other tournament games will have players introduced as above (no pins)

Umpires

Host to supply at least 2 umpires who can assist and gain experience to and from the District Umpire Staff.



District 1 House League Tournament
Minor and Major Rules



District House League Championships

The Little League Rule Book will apply with exception to the following:

Players

Players must be from 1 Minor/Major House League Team only. Can be supplemented from a crossover from another Minor Team only. Majors would require a Minor call-up.

. All players must wear their House League Uniform.

Team Rosters

All team rosters must be turned in to Tournament Director prior to start of your first game.

Coaches

A maximum of 3 of the teams regular season coaches will be allowed on the field.

Dress Code

All District Tournaments have a dress code that must be followed for all games.

All Team Managers and Coaches must wear slacks(no shorts, no jeans of any colour, no tear aways) collared or team shirts, socks and shoes. Team caps may be worn.

If dress code is not met, Managers and Coaches will not be allowed to take the field.

Coin Toss

No later than 35 minutes prior to the scheduled game start the coin toss will be done.

Should no member of 1 team be in attendance, a member from the opposing team will have the choice of home or visitor. The visitors will occupy 1st base dug out and the home team 3rd.

Pre-Game

The visiting team will have the field for a short infield prior to game time.

The home team will have the field for a short infield after the visiting team prior to game time.

Player introductions will begin with the visiting team then the home team.

The visiting team will supply a player to recite the Little League Pledge.

After the National Anthem the manager, coaches and a maximum of 2 players will meet at home plate with the umpires.

Pitching Rules

A player can pitch a MAXIMUM OF 2 INNINGS PER GAME AND MUST BE CONSECUTIVE.

A player that delivers a pitch may not catch for the remainder of that game.

One pitch is considered, 1 inning.



District House League Championships

Substitution & Batting

Unlimited defensive substitution but cannot have more than 1 inning differential at the end of the game.

Example - No player can sit twice until everyone has sat once.

Players sitting or changes must be announced by the managers to the umpires

Bat through the order of players present

If a player arrives late - must add to the bottom of the batting order.

Dropped 3rd Strike

Does not apply at this tournament

Mercy Rule

4 runs per inning 10 runs after 4 innings - Mathematically can't catch up.

Round Robin Games Tie Breaker

1 extra inning will be played to try and break the tie

Curfew

1 hour and 45 minutes from first pitch, no new inning may start after the curfew time.

No curfew for Championship Game

Tie Breakers

If there are 2 teams tied – Head to head record.

If there are 3 teams tied – 1. Use the Runs - Allowed Ratio to advance the 1st place seed.

2. Head to Head record for the remaining 2 teams

Playoffs

Best record gets choice of Home or Visitor dugout.

1st Place Pool "A" vs 1st Place Pool "B"